

Since I've figured out how to insert .IFF files that I made in Windows into Deluxe Paint (specifically, DPaint III), here's the entire DPaint method that I used for this process. This is for graphical top-half images, not banners (which must be saved as brushes, last I recall).

OPENING DELUXE PAINT III in WinUAE

First of all, you'll need to set the directory from which you have the IFF files located as DH1 in WinUAE's settings under "Hardware/CD & Hard drives". Keep in mind that you also need to make sure the native directory fits the Amiga's space limitations (preferably, the DH1 drive would have to be located in a separate folder where there isn't too many files in there).

LOADING THE FILE IN DPaint III

After starting DPaint III from Workbench using the ADF (preferably under Kickstart 1.3), you'll need to set the screen resolution to 320x400 Interlaced with 32 colors. This is for opening files that have a raw 320x220 resolution, and that's if you don't want to use Photoshop to change the Pixel Aspect Ratio for the file. Once you've done that, wait for the software to load.

When loading is finished, move your pointer to the very top of the screen and hold down the right mouse button. While doing that, move the mouse to "Picture," and select "Load." This will show you a prompt asking you to select the drive letter. Select "DH1," and then, open the .IFF file from the directory that the drive is set to. The file needs to have no more than 32 colors, or it won't open.

EDITING THE FILE IN DPaint III

This next series of steps is for color cycling only.

Next, press "p" on your keyboard to show the palette. Notice how, in Deluxe Paint, there are six ranges in this palette. These are all color cycling ranges. This is in comparison to Graftx2, which does not support separate color cycling ranges. If you've already set the color cycle beforehand in that aforementioned program, this will automatically be the first range.

Otherwise, here's how to set the color cycling in DPaint. Select the color you want to start the cycle with in the first range, press "Range," and then select the color you want to end the cycle with. Continue doing this for the second range and beyond if you want separate color cycles.

Regardless of how many color cycles you have, for the next range, click on a color that isn't part of the color cycling range, select "Range," then click on that same color. Repeat that process with the other colors that aren't part of the cycle for the remaining color ranges (Color #0 is the genlock color).

For the speed, make sure it's set the way you want it. The left side means "very slow," while the right side means "very fast." When you hold down the dot and scrub it, you will see how fast the color cycling is going in real-time, provided Cycle is turned on in DPaint under "Mode." You can also change the arrow to get the colors to cycle upwards or downwards.

Now, to see if the cycling is working correctly, press "Tab" on your keyboard. This will activate the color cycling.

SAVING THE FILE IN DPaint III

If you're happy with how it is now, move the pointer to the very top, hold down the right mouse button, then select "Save.." under "Picture." Then, save the file. If it asks you if you want to overwrite it, select "Overwrite."

FINAL STEPS

Now exit out of DPaint by pressing "Shift+Q" on your keyboard for "Quit." Then, close out of WinUAE.

After that, move the file to either the root of the Prevue directory/disk or the "Logos" folder (for the 7.8.3 ZIP archive and 9.0.4). If it's not already in "LOGO.LST," insert the file name in there (if it's in "Logos," include the folder; for example, "Logos/PREVUE.IFF"). If you want to rename the extension of the file to .UV, you can do so, but you don't have to.

Finally, after booting up the Prevue software, the file should show up correctly once you've done all the previous steps.

WITH DPaint IV

The process here is virtually identical, but with a few differences, particularly in color cycling.

For instance, "Ranges" is now located under "Color," and while clicking on the appropriate color, you'll need to hold the left mouse button down. That allows you to set the color on the range bar (with the tick marks). Left-click to place that color in that position you specified. Repeat the process until all the colors are in the order you want them. For even smoother cycling or if you just want to have a little fun, click on the colors on the range and form gaps in between the existing cycle, but make sure the colors you've indexed to cycle for the file you've made are still cycling, and in the order you specified.

Another difference from Deluxe Paint III is that DPaint IV now supports eight separate color cycling ranges, and unlike DPaint III, they're all empty by default (again, with the exception of the first one if you've already set the color cycling in GrafX2 beforehand). The speed is also displayed differently (now known as "Rate") and the behavior is the exact opposite from DPaint III (the left side is "very fast," the right side is "very slow").

Once you're happy with the current setup, press "OK," and then press "Tab" on your keyboard to show the color cycling in action. You can also press "Tab" while you're editing the color range to see the cycling in real-time.